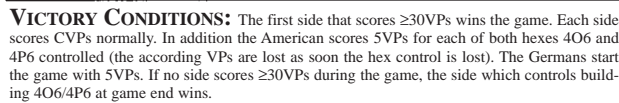


Translated by Coastal Fortress Gaming Group














At the end of January 1943, the Axis forces had the initiative over the Allied forces in Tunisia. The French-American units in the Faïd and Gafsa sector had the mission of protecting the southern flank of the British First Army. General Fredendall, commandant of the American 2nd Corp, couldn't make up his mind on the appropriate strategy. He finally decided to launch an attack on the little town of Maknassy. Despite the criticism of several French and American officers that feared to reveal to the enemy the main objective of the attack, Fredendall ordered a preliminary raid on Sened Station, west of Maknassy. With this aim in view, elements of Combat Command C of the First Armored Division left Gafsa on 24 January at dawn. The German-Italian garrison of Sened was taken by surprise by the double flanking attack.






	RR2	RR1	4
33			

- ☆ The Axis starts the game with 3VPs


[illegible]


Reinforced elements of 1st squadron, 8th Infantry Division "Aosta" and of 69th battery, Bersaglieri Artillery [ELR:3] set up on board 4 on/between hexrows I and Y {SAN:3}:

 E 4-4-7	 1 3-4-7	 2-2-7	 8-1	 7-0	 MMG 2 2 2 4-10	 LMD 1 1 2-5	 ATR 2 1-12	 Minefield 11	 ART M8 75*	 Foxhole 5 1S OVR, OGA: +4 Other: +2
6	3	2	2				12		2	10
										factors


 2 4-4-7	 2-2-8	 7-0	 AA M10 20L (6)	 AA M4 2 88L AP/A7/3"
2	3		2	

Elements of 334th recon battalion enter on Turn 5 along east edge.

 34 2 20L (6) -1/6*
2




**Elements of Company I,
13th Armored Regiment**
enter on Turn 1 along the
south edge, having spent 7MPs




4


Elements of Company H, 6th Armored Infantry Regiment [ELR:2]
enter on Turns 2-4 along the south edge (any/all may enter each turn) {SAN:2}:




2
5².4.6




8-1



7-0



dm MTR
100
8




BAZ43
100
8-4

10


2

2


2




2
5².4.6




8-1




dm MTR
100
8



BAZ43
100
8-4



20
0
81
-1/-2



20
0
10PP
=AAMG -1/-12*

5

Scenario Design: Philippe Naud '95

1. EC are Moderate, with no wind at start. Woods and Orchards are Olive Groves [F13.5]. They are considered Woods during the RtPh (only). Hedges are Cactus Hedges [F13.3]. All hexes numbered 5 on board 4 are Railways. These hexes may be marked with the Tactics RR overlays (**RR1** and **RR2**), or any convenient counters. These Railway hexes are all GLRR (B32). Place a Wooden rubble counter in 4N3 and 4P4.
2. The Americans receive a 100+mm OBA module (HE and Smoke) with the first access being automatic (take out a black chit from the draw pile). The module is directed by an offboard observer secretly placed before Axis setup on Level 2 on the west edge of board 4.
3. At the beginning of each of Turns 2-4, the Americans setup offboard the units that will enter during the Turn. Each unit placed in setup and that does not enter the playing area during the American Turn is eliminated (and count toward CVPs). All American units that have not setup on turns 2 or 3 must do it on Turn 4. The American sniper is placed at beginning of the Turn when the first American infantry unit sets up offboard.
4. Before Axis setup, The American player secretly notes 3 Pre-Registered hexes. After his Turn 1 setup, a FFE:1 is placed on each of this 3 hexes, rolled for accuracy [C1.732], resolved as a 70mm+ HE FFE and taken off the playing area.
5. The M3 (MMG) inherent squad is a 5-4-6.

AFTERMATH: At 1115, the American artillery opened fire. The tanks of the 13th Armored Regiment approached the railway station from the south while shelling the enemy positions. The infantry cautiously followed the tanks. Despite the shelling downpour, the Italian artillery crews managed to damage a Lee. The American west group encountered weak resistance. Two German armored cars lured the American tanks into a minefield (two Lees were immobilized) but one armored car was hit and destroyed. Despite these few losses, the attack was successful; the attackers returned to the bivouac with a hundred prisoners and only 2 wounded among them. The GI's, proud of their victory, appeared ready for the future fights.